

Soiled Doves



There is a monster aboard the Queen Pearl. Dressed in human form it bides, and strikes to sate its Hellish appetite.

You are a soiled dove, a woman of ill repute who has found passage aboard the Queen Pearl, the largest and most luxurious airship ever built. With no coin to your name, you must ply your trade among the thousands of other passengers to earn your meals.

Other women of similar nature compete for the favors of the crowds, but something sinister lurks among the decks and foyers and gilded bedchambers.

A Dove has several aspects:

Youth vs. Experience (a young Dove has an easier time attracting companions, but an experienced Dove has more knowledge).

Discretion vs. Wantonness (a discreet Dove may hide her activities more easily, but a wanton Dove is more skilled at attracting attention to herself).

Valor vs. Selfishness (a valorous Dove is a more capable combatant, but a selfish Dove may more readily put another in harm's way).

A Dove rolls d8s for one side of each aspect and d4s for the other side. She may assign eight dice in total between each aspect, but she must have at least one die on each side of each aspect. For example, a Dove may assign seven d8s to Youth and one d4 to Experience, five d4s to Discretion and three d8s to Wantonness, and six d8s to Valor and two d4s to Selfishness.

Action attempts are made by rolling all the dice on one side of an aspect. If at least one die rolls equal to or higher than the number required the attempt succeeds. The Conductor will decide on the minimum number required.

<i>Easy:</i>	<i>2s</i>
<i>Average:</i>	<i>3s</i>
<i>Difficult:</i>	<i>4s</i>
<i>Expert:</i>	<i>6s</i>
<i>Masterful:</i>	<i>8s</i>

A Dove's manner makes certain outcomes more likely to occur in her favor. There are six manners: Courtesan, Libertine, Noble, Scrapper, Urchin, and Worldly.

Each manner alters the rolls for one side of an aspect. For example, a courtesan Dove adds 2 to all of her discretion rolls. If the courtesan Dove rolls 3, 4, 1 and 2 with her discretion, the final results are altered to 5, 6, 3 and 4.

When two Doves come into conflict the instigator rolls her dice first. The other Dove must roll a number of successes equal to the value and quantity of the instigator's highest result. For example, an aging Dove attempts to draw a crowd's attention away from a younger Dove. The first rolls her wantonness, and rolls 4, 2, 6, 3, 7 and 7. The second Dove must roll her youth, and the roll must result in at least two 7s, to keep the crowd's attention on her.

A hand weapon such as a knife or a hammer adds 1 to a Dove's valor rolls, similar to how her manner affects her aspect's rolls, and increases the blood lost to 2. A pistol adds 2 to such rolls and increases the blood lost to 3.

Each time a Dove collects recompense she may add 1 coin to her purse. She may spend this coin to purchase a meal. She may purchase a meal for another Dove by spending another coin from her purse, or choose to go without.

A Dove who misses a meal suffers from weakness and light-headedness. Each time she misses a meal, she adds 1 to her hunger. All of her aspect rolls are reduced by the number written by her hunger. Eating a meal removes 2 from her hunger.

When a Dove's blood is spilled she dies. A Dove begins with 3 blood. Each time that she fails to counter a violent attack she loses 1 from her blood. Each day that she survives unharmed and eats three meals, she regains 1 blood, up to her normal allowance of 3.

Use youth to attract a companion, or to act under physical duress.

Use experience during intellectual matters, or to protect yourself from being struck.

Use discretion to hide, or to perform sleight-of-hand manoeuvres.

Use wantonness to direct attention to yourself, or to entertain crowds.

Use valor to strike, or to rescue another Dove from harm.

Use selfishness to divert blame, or to use another Dove to aid your own escape.

*Wantonness counters Youth.
Selfishness counters Discretion.
Experience counters Valor.*

The Queen Pearl



Dinner Menu

Food is served from four o'clock until nine o'clock.

Drinks are served until midnight.

Main Course

_____ *Youth vs. Experience* _____

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_____ *Discretion vs. Wantonness* _____

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_____ *Valor vs. Selfishness* _____

À la carte

Please choose one

_____ Courtesan
(Add 2 to Discretion rolls)

_____ Libertine
(Add 2 to Wantonness rolls)

_____ Noble
(Add 2 to Youth rolls)

_____ Scrapper
(Add 2 to Valor rolls)

_____ Urchin
(Add 2 to Selfishness rolls)

_____ Worldly
(Add 2 to Experience rolls)

Drinks

_____ Purse

_____ Blood

_____ Hunger

Please leave this card with your servant.

There are three parts to a Dove's profession. First, she must proposition a patron. This is a delicate art, as she must remain unnoticed by the Queen Pearl's stewards. To proposition requires discretion or experience, and is considered to be difficult.

The second part is the act itself. Oftentimes, the Conductor will call on the Dove to use some aspect during the act, to avoid ill or curry favor.

The last part is recompense, when the Dove receives her coin. After this, a wise Dove does not tarry, but takes her leave at once.

A Dove may proposition one patron each day without arousing the suspicions of the stewards. After this, any failed proposition will draw the stewards down on her. If this transpires she will be used roughly and repeatedly, and lose 1 from her blood.

The stewards care nothing for a Dove's morals, merely the appearance of propriety. A known Dove will not be imprisoned or tossed from the Queen Pearl, but she may find the stewards to be unwanted suitors once her condition becomes known to them.

The Conductor is free to create his own novel patrons, but for the sake of convenience a list of patrons can be found on the right side of this page. The Conductor may select one of the archetypes from the list, or roll a d8 to randomly determine one.

The patron is...

- 1. Bestial: The Dove must use her experience to keep from losing 1 from her blood. This is considered to be difficult.*
- 2. Caddish: The patron gladly allows the Dove to perform the act but offers no coin in recompense.*
- 3. Inebriate: After the act, the Dove may use her discretion to steal a second coin from the patron. This is considered to be an expert manoeuvre. If the Dove is caught the patron may strike her.*
- 4. Inexperienced: The patron is inexperienced, and the act, if youth or wantonness is required, is considered to be easy to perform.*
- 5. Jaded: The Dove must use her youth or wantonness during the act, and must use it expertly, or be turned out and receive no coin.*
- 6. Puritanical: The patron is overly moral and may turn the Dove over to the stewards. The Dove's initial proposition must be expertly made.*
- 7. Violent: The patron strikes the Dove during the act, and her youth is reduced by 1 for a day afterward. The Dove may use her experience to counter this after the act, but such cover must be expertly applied.*
- 8. Wealthy: The Dove may use her youth or wantonness to coax a second coin from her patron after the act. This is considered to be difficult.*

Little has been discussed concerning the monster before this point, and with good reason. This book was written with the monster's identity to remain in doubt until the very end. There are several possible culprits, and these are discussed below.

The monster is...

One of the guests: A paying traveller who has come aboard carrying a black secret and a case full of knives and sharpened tools to perform grisly work.

One of the crew: A trusted worker who has access to the higher holds of the Queen Pearl, and possibly keys to the cabins themselves.

One of the Doves: Driven to madness or perhaps merely born with an evil heart, it thirsts for the hot blood of its fellow Doves.

Sanctioned by the Queen Pearl: This is perhaps the most horrific revelation, for every guest and crewman secretly knows what gruesome end awaits the Doves, as their cabins empty one by one until they are all gone, fed to the Queen Pearl and its revelers.

If the monster is a Dove, it adds 2 to its experience, wantonness and selfishness to consume another Dove and obscure its own tracks after the deed.

If the monster is someone else aboard the Queen Pearl, it is considered to be a masterful killer.

The monster adds 1 to its hunger for every day in which it is denied a Dove.

Conductor's Rules:

No patron shall maintain a place of gambling or wagering outside of the house gambling parlours.

No payment shall be offered or sought for any disreputable services, nor shall anyone buy or sell liquor outside of the house saloons.

No smoking of pipes or cigars on the engineering decks.

The Conductor is free to detail the crew of the Queen Pearl as he sees fit, but for his convenience the positions and temperaments of the crew are given below.

Most of the crew are considered average in all aspects.

The Captain is considered to be masterful in almost all aspects, and always carries a pistol about him.

The Pilot is considered to be an expert in his duties.

The stewards are considered to be expert combatants. They go about unarmed, but have access to the Queen Pearl's locked case of pistols.

The engineers are unarmed, but often carry a heavy tool that may double as a weapon.

The porters are considered to be experts at laboring and feats of strength.

The maids are skilled at difficult cleaning tasks.

The Head Chef is considered to be masterful at using a knife.



*This has been a 40-hour RPG created with the themes of
Cannibals, Prostitutes and Zeppelins.*

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